```
BBM::GameState
     + previousScene
     + currentScene
     + nextScene
     + loadedScenes
             +gameState
       BBM::Runner
+ hasHeights
+ mapWidth
+ mapHeight
+ timerDelay
+ run()
+ updateState()
+ addSystems()
+ enableRaylib()
+ addMenuControl()
+ loadTitleScreenScene()
+ loadMainMenuScene()
+ loadPauseMenuScene()
+ loadSettingsMenuScene()
+ loadGameScene()
and 8 more...
```